1:Murphy and Quain E-4,5 (1938) 1955
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431 602 [261] on a man's property, as did also, in the following order, his sister's son and his brother's son. Within the household, food was freely shared, and correspondingly, a co-resident could ask for a material object. These requests, however, were not always granted. A common excuse was to say that the object was promised to someone having a stronger claim. Despite these evasions, the patterns of gift-giving created a constant circulation of food and objects throughout the village.

Inheritance

424 428 533 [768] Transmission of property was accomplished chiefly through trade and gift. There is no information on the disposal of the material possessions of the deceased. The only available data on inheritance concern the office of chief and the possession of certain songs sung at the *ole* (manioc) ceremony. The former was inherited patrilineally and will be discussed later. The ceremonial songs were inherited either through the mother's brother or the mother's father. Thus, old Matiwana would some day teach his *ole* songs to Amanatsin, his daughter's eldest son. Nitvary, another of the three men who knew *ole* songs, learned them from Jawaku's father, who was his mother's brother. Since cross-cousin marriage was practiced, [584] Jawaku might marry Nitvary's sister, and their child would inherit the songs from Nitvary. In this way the *ole* songs returned to the direct patrilineal line every other generation.

613 In response to careful questioning, Quain was assured that these songs could be obtained only from the mother's brother and mother's father, and not from the father or the father's brother. The combination of this matrilineal trait and patrilineal elements is characteristic of the bilaterality in upper Xingú culture.

The Trade Game

437 517 524 The trade game was a mechanism of inter- and intra-community distribution. Even more importantly it provided a framework for social participation, leisure time relaxation, and general enjoyment. As such it was one of the few integrating factors in Trumaí society.

Afternoons, especially rainy afternoons, were dull times in the Trumaí village. In Quain's words, "These people are bored but don't realize it! Wrestling provides some diversion, but nothing quickens spirits more than a brisk trade game (*kwirzo*). All that is needed is for one of the men to stride through the village with a bundle of goods to trade and suggest a *kwirzo*. Shouts go up on all sides, everybody crowds into one [574] of the houses, and the game is on. Enthusiasm is even greater when there are visitors in the village."